10. (Amended) A computer system having a memory storing a hierarchical data file structure that encapsulates a plurality of different file formats to form a streaming multimedia document having a plurality of object files, the multimedia document being capable of being displayed on a display of a computer system, the data file comprising:

a document including information for controlling the display;

a first support object including information in a first file format, the first support object being encapsulated in the document and being capable of supporting a plurality of first lower objects, each first lower object being a lower level object than the first support object in the hierarchical data file structure;

a second support object including information in a second file format [different from the first file format], the second support object being encapsulated in the document and being capable of supporting a plurality of second lower objects, each second lower object being a lower level object than the second support object in the hierarchical data file structure; and

choreographing information for allowing a document author to define [relative times] the timing at which the first file support object and the second file support object are [displayed] retrieved by a user, the choreographing information comprising data slices from the first file support object interleaved with data slices from the second file support object so as to incrementally display the first file support object and the second file support object to the user.

Please add claims 31-50.

--31. The method of claim 1, wherein choreographing information further comprises:

a header;

an object archive for storing information about the plurality of object files, the object archive including information about the level of each object file with the hierarchy; and

a multiplex section including data for each of the object files of the document.

32. The method of claim 31, wherein the object files in the multiplex section are each played by a player as the multiplex object file is received by a receiver.

33. The method of claim 31, wherein the data for the object files is interleaved in the multiplex section.

34. The method of claim 31, wherein the object archive includes data defining geometry of the document.

C3 35. The method of claim 31, wherein each of the object files is defined by at least one data slice; and wherein the multiplex section further includes:

an object number counter indicating the number of object files;

a plurality of object descriptions, each object description describing a corresponding one of the object files; and

a choreography group providing information about a first group of object files.

36. The method of claim 35, wherein the choreography group further comprises:

a group object counter indicating the number of object files in the choreography group;

size and type data for each object file;

header data; and

the data slices of the object files interleaved together.

37. The method of claim 35, wherein the choreography group includes data slices of the object files interleaved in a predetermined manner.

38. The method of claim 35, further comprising providing a first player pointer including an address of a player that plays the choreography group.

Sub C3 39. The method of claim 35, further comprising locating a plurality of slice size data blocks before the interleaved data slices, each slice size data block corresponding to one of the data slices and providing a size of the corresponding data slice.

40. The method of claim 31, further comprising a non-multiplex section following the multiplex section, the non-multiplex section including a plurality of separate object files that are not played by a player as the separate object files are received by a receiver.

41. The computer system of claim 10, wherein choreographing information further comprises:

a header;

an object archive for storing information about the plurality of object files, the object archive including information about the level of each object file with the hierarchy; and

a multiplex section including data for each of the object files of the document.

42. The computer system of claim 41, wherein the object files in the multiplex section are each played by a player as the multiplex object file is received by a receiver.

43. The computer system of claim 41, wherein the data for the object files is interleaved in the multiplex section.

44. The computer system of claim 41, wherein the object archive includes data defining geometry of the document.

45. The computer system of claim 41, wherein each of the object files is defined by at least one data slice; and wherein the multiplex section further includes:

an object number counter indicating the number of object files;

a plurality of object descriptions, each object description describing a corresponding one of the object files; and

a choreography group providing information about a first group of object files.

46. The computer system of claim 45, wherein the choreography group further comprises:

a group object counter indicating the number of object files in the choreography group;

size and type data for each object file;

header data; and

the data slices of the object files interleaved together.

47. The computer system of claim 45, wherein the choreography group includes data slices of the object files interleaved in a predetermined manner.

48. The computer system of claim 45, further comprising providing a first player pointer including an address of a player that plays the choreography group.

49. The computer system of claim 45, further comprising locating a plurality of slice size data blocks before the interleaved data slices, each slice size data block corresponding to one of the data slices and providing a size of the corresponding data slice.

50. The computer system of claim 41, further comprising a non-multiplex section following the multiplex section, the non-multiplex section including a plurality of separate object files that are not played by a player as the separate object files are received by a receiver.--

## REMARKS

Reconsideration and allowance are respectfully requested in view of the foregoing amendments and the following remarks.

Claims 1-16 and 31-50 are pending in the present application. Claims 17-30 have been withdrawn from consideration by the Examiner. Of the claims under consideration, claims 1 and 10 are independent. Claims 31-50 have been added.